Contents

Contents 1
S1C33 Family Software Development Tool (GNU33) Release history 2
GNU33/ICD Support table 9
ICD/CPU Support table 9
Description of Problems 10
GNU33 C/C++ Compiler Known Issues 14
GNU33 IDE Known Issues 21

S1C33 Family Software Development Tool (GNU33) Release history

The following states the changes since the last release and plus the release history.
(Descending order from newest release)

Tool Name	Ver4.2.0 09/12/2011
Integrated development environment(IDE)	・Added an automatic generation function of source files ・Even if the section overlapped in the link of passing the first, it did not make it to the error. This is measures of which it made an error by the first passing though the program is installed in the memory area of the target in the link of the second passing.
C/C++ Compiler(gcc)	-
Assembler(as)	-
Linker(ld)	・Added -c33-overlap-noerr option which permits sections to overlap.
Library	・Improvement of execution speed of simulated output (libstdio.a).
Debugger(gdb)	・Fixed problems (Refer to GDB-06).
Others	・Above tools supported Windows 7 (32/64 bits), Windows XP (64 bits), and Windows Vista (64 bits). (executes as 32bit application in 64bit OS) ・Added USB Drivers of 64bits OS(Windows 7,Windows Vista,Windows XP) for ICD4 and ICD6. ・Replaced following tools based on cygwin-1.7.7 cygwin1.dll/cyglsa.dll/cyglsa64.dll/cyggcc_s-1.dll/cygreadline7.dll/cygncursesw-10.dll/sh.exe ・Added sample program for PE.(sample_ide¥pe¥simulator¥tst)

Tool Name	Ver4.1.0 09/10/2010
Integrated development environment(IDE)	・Add function of creating library file. ・Project [property] - [GNU33 Linkler script Settings] When VMA≠LMA was set. Specified setting of the section of LMA was enabled in the pull-down list. ・When the build was done, trouble that compiled C source file not edited was corrected about the project.
C/C++ Compiler(gcc)	-
Assembler(as)	・Modified error message when failed to register the symbol name in the specification of –mc33_ext option.
Linker(ld)	-
Library	-
Debugger(gdb)	・Add function of c33 df command. ・Change function of c33 dclk command. ・Fixed problems (Refer to GDB-05).
Others	-

Tool Name	Ver4.0.0 10/30/2009
Integrated development environment(IDE)	・Integration of GDB and Eclipse ・Compiler option addition (prototype warning) ・Synchronization of symbol registration C/C++ Project Paths -> path Containers was synchronized with registration/deletion of GNU33 Build Options -> Build Options -> Symbol. ・Copying project into workspace is set to default when importing a project
C/C++ Compiler(gcc)	・Supported by default -Werror-implicit-function-declaration option By this, error is output when using a function before declared in C source files.
Assembler(as)	・Speedup of two pass make
Linker(ld)	-
Library	・Deleted unnecessary saving and restoring to the stack in emulation library
Debugger(gdb)	・″0x″ display is deleted for the hex display form in the memory window. ・Allocation of short cut to function key ・The change of memory window address $pc of the GDB start was enabled. ・Addition of window information preservation confirmation when debugger ends ・Addition of profile coverage function ・The command reference is added to the Help menu. ・C33 autotd (automatic display of PC trace information) command is added. ・C33 autotf (automatic saving of PC trace information) command is added. ・To recognize it by enclosing it with a double quotation, the character string including the blank changes by the parameter of the c33 command.) ..(example: Comment parameter etc. of c33 fwlp command.. ・The screen of Simulated I/O and the output to the file were done at the same time. ・Fixed problems (Refer to GDB-04).
Others	・Deleted unnecessary “c33 stdin” description in command files in sample project ・Changed “icd usb” to “icd6 usb” in command files int sample project ・Reduced each size of unused area to 1M byte in parameter files in sample project ・Deleted cont commands from command file from each sample project to enable launching from IDE ・Deleted the following samples using scanf() function std/simulator/ansilib pe/simulator/simulatedIO

Tool Name	Ver3.3.0 Feb/27/2009
Integrated development environment(IDE)	・Added Open External Editor by line number actionfrom Problems view ・Removed RTOS status monitor from IDE ・Supported new Japanese character (Kanji) filter ・Updated IDE base versions to Eclipse 3.4/CDT5.0/JavaVM5.0 ・.cdtproject file replaced to .cproject when new project is created or project is imported ・Added objcopy parameter '-I elf32-little' for elf context menu 'Object file conversion' ・Display build complete message in console when build is successful. ・Added file filters *.dump/*.sa/*.saf/*.out for Navigator view. ・Supported Linked Resources ・Supported -Wall and -O0 option. ・Fixed problems(Refer to IDE-04)
C/C++ Compiler(gcc)	・Implemented SJIS filter (or Japanese character (Kanji) filter) process The output of a wide character enclosed single quotation is changed from the previous version from Ver3.3.0 by this implementation, if SJIS filter process is enabled (-mno-sjis-filt option is not set). Refer to "filter function for Shift JIS code" in compiler package manual for details. And No.8 of "GNU33 C/C++ Compiler Known Issues" has been resolved by this implementation. ・Added –mno-sjis-filt option which disables SJIS filter (or Japanese character (Kanji) filter) process
Assembler(as)	---
Linker(ld)	・Fixed for outputting link error when .bss section and .text section are overlap
Library	---
Debugger(gdb)	・Addition of function to open source file from the external editor. ・Added Saving of breakpoints and loading breakpoints ・Addition of preservation and set again function of symbol registered in Watch Window. ・Fixed problems (Refer to GDB-03).
Others	・For Windows Vista in all the above tools. ・Replaced following tools based on cygwin-1.5.25 cygwin1.dll/cygiconv-2.dll/cygintl-3.dll/cygintl-8.dll/ar.exe/cp.exe/make.exe/ objcopy.exe/rm.exe/sed.exe/sh.exe ・Removed Utility/ICDfirm

Tool Name	Ver3.2.1 Jun/30/2008
Integrated development environment(IDE)	・Changed window version display to GNU33 v3.2.1 ・Switch function mounting of 1path and 2path make with Build of project ・Fixed problem :When importing a project created with an older version, the sequence "-c" was removed from all options containing a "-c" expression(Refer to IDE-02) ・Added properties to /cpuinfo files
C/C++ Compiler(gcc)	---
Assembler(as)	---
Linker(ld)	---
Library	・Trouble that 0 is not corresponding to -0 by the comparison of the points is corrected in the emulation library small number of floating. ・Fixed a parameter of definition of ANSI library gmtime() which didn't have const. ・Because it is a prototype of the header file in the ANSI library, and there is the one that the parameter is to comment, the comment is removed and it is corrected that the type check is done.
Debugger(gdb)	・It changes by Watch/Local and the print command the symbol size when the binary number is displayed as displayed. ・Fixed problems (Refer to GDB-02).
Toppers33	・Corresponded to 32bit area by adding -medda32 option. ・Fixed a bug which occurred link error in dmt33e07/ dmt33401/ luxun4 sample. ・Added icdv6.cmd which corresponds to ICDV6 for dmt33209/ dmt33e07/dmt33401/luxun2/ luxun4.
Others	・Fixed Kanji Filter problem occasionally leaving .$$$ file after filtering. ・Fixed objdump.exe hang problem when disassembling with -D option

Tool Name	Ver3.2.0 Feb/12/2008
Integrated development environment(IDE)	・IDE based on Eclipse3.2 ・Made -gstabs option default ・Made linker -Map,-N options default ・Improved New Project Wizard ・Improved various Projet Property pages ・Newly created form of Makefile (for 2 pass make) ・Link simulated IO library(libstdio.a) regularly ・Created property files for CPU settings in New Project Wizard ・Renamed debugger launch file when project is renamed ・Prompt to clean-build project when General and Build project properties change ・Command file generates for ICD Ver 6 ・Changed location of section's end label for linker script file(Refer to IDE-02) ・Changed window version display to GNU33v3.2.0 ・Fixed problems (Refer to IDE-01)
C/C++ Compiler(gcc)	・Fixed problems gcc cannot calculate correctly the multiplication in char type (Refer to compiler_known_issues.txt No.9 in GNU33v3.1.1 package)
Assembler(as)	・Assembler (as.exe/as_org.exe) accepts -mc33_ext option(2pass assembling) ・Assembler as adds C33 machine code in object file
Linker(ld)	・Linker ld shows message concerning debugging sections when specified –Map ・Linker ld checks C33 machine code and STD/ADV/PE flag
Library	・Added simulated IO library(libstdio.a, libstdio.h) ・Fixed the following bugs of ANSI library strtod() / strstr() / sprintf() / sin() ・Improved long long type emulation library (libgcc2.a) that the size of linking this library becomes the minimum ・Improved the part of the prototype of ANSI library functions
Debugger(gdb)	—
Others	・Kanji Filter eliminated character count restrictions per row ・objdump –h shows message for debugging sessions that are not loaded ・Arranged files in include folder ・objdump -d shows address and symbol for branch instructions

Tool Name	Ver3.1.1 Jan/17/2008
Integrated development environment(IDE)	・Changed window version display to GNU33v3.1.1
C/C++ Compiler(gcc)	—
Assembler(as)	—
Linker(ld)	—
Library	—
Debugger(gdb)	・Supported ICD Ver6 ・Fixed problems (Refer to GDB-01).
Others	—

Tool Name	Ver3.1 2006/07/31
Integrated development environment(IDE)	・Added Environments tab to Project Properties->Build Options. ・Made command file editable in Project Properties->GDB Commands. ・Improved user interface in Project Properties->Linker Script Settings. ・Kanji filter option default ON when creating new project on Japanese locale OS. ・Enabled objcopy invocation from Navigator view. ・Vector address input in New Project Wizard.
C/C++ Compiler(gcc)	—
Assembler(as)	—
Linker(ld)	・Added message concerning debug info when executing ld -Map.
Library	—
Debugger(gdb)	・Added timeout feature to c33 fle command. ・Disabled multiple debugger instances to be started. Can be enabled by "--double_starting" option ・Added user comand button. Favorite commands can be registered and invoked by this button. ・On ICD mode, the text file output of the c33 df command displayed a "**" when dumping memory range outside of those specified in the parameter file. Instead of that, dumps data directly read from the target memory.
Others	・Added message concerning debug info when executing objdump -h. ・Updated cygwin1.dll to (1.5.18). ・Added english user's manual (doc/S5U1C33001C_E.pdf). ・Removed application manual (doc/S1C33_gnu_application-J.pdf, doc/update_appl_J.pdf)

Tool Name	Ver3.0 2006/02/03
Integrated development environment(IDE)	・RTOS status monitor added (for Toppers only) ・Japanese character filter toggle added ・New .vector section added to linker script settings improvements to New GNU33 Project Wizard ・Linker script auto-update feature added ・Data area options eliminated ・GDB launch configuration files created in project folder (*.launch) ・PE+ICD2 debugger setting omitted
C/C++ Compiler(gcc)	・gcc core version updated (v2.95.2 -> v3.3.2) ・C++ supported (with STL) ・alloca() supported ・long long type supported ・S/T/Z/G data areas eliminated (These features remain as non-supported, as well as options -mdp,-mgda,-mgdp,-mezda,-metda,-mesda) ・-Os option supported
Assembler(as)	—
Linker(ld)	—
Library	—
Debugger(gdb)	・Software breakpoints limitations increased (16 -> 200) ・%psr contents shown in Registers window ・DCLK set command added (c33 dclk) ・Cache hit rate command added (c33 cachehit) ・OSC mode wait command added (c33 oscwait) ・Logic analyzer mode command added (c33 logiana)
Others	・User's Manual renewed ・New samples for IDE

GNU33/ICD Support table

GNU Version	*ICD Ver.2*	*ICD Ver.3*	*ICD Ver.4*	*ICD Ver.6*
GNU33 Ver3.1.0	○	○	×	×
GNU33 Ver3.2.1	○	○	○	○
GNU33 Ver3.3.0	○	○	○	○
GNU33 Ver4.0.0	○	○	○	○
GNU33 Ver4.1.0	○	○	○	○
GNU33 Ver4.2.0 Use 32bit OS	○	○	○	○
GNU33 Ver4.2.0 Use 64bit OS	○	×	○ **SW Ver4.3 or more**	○ **SW Ver1.5 or more**

○=Can be used　×=Cannot be used

SW Ver=Software version of　ICD

ICD/CPU Support table

ICD Version	*C33STD*	*C33PE*	*C33401*
Ver.2	○	×	×
Ver.3	○	○	○
Ver.4	○	○	○
Ver.6	○	○	○

○=Can be used　×=Cannot be used

Description of Problems

No	Problems
IDE-01	When building within the IDE, the linker reports an “out of range error”. This occurred because the object files generated after the 2pass build (which is optimized) were used at the next 1pass build. To avoid this, the IDE outputs commands that restores the object files generated at 1pass build (which are not optimized) after the 2pass build is complete. Thus, “out of range error” will not occur and builds will correctly proceed.
IDE-02	When one library (libgcc.a) refers to a symbol in another library (libc.a), the executable does not link properly as mapped in the linker script file, causing an “overlap error”. To avoid this, the IDE outputs the linker script file with the section end labels (such as _END_text) located outside of the section definition scope (outside the curly braces).
IDE-03	When importing a project created with an older version, the sequence ″-c″ was removed from all options containing a ″-c″ expression In Project properties-> GNU33 Build Options->Compiler->Micellaneous->Other Flags, option “-fsigned-char” was converted into ”-fsignedar” when the project was imported as result of ”-c” replacement.
IDE-04	Fixed following problems when project is being copied& pasted and then renamed from C/C++ Project and Navigator views. ・ The linkerscript file name in the GNU33 Build Options does not change (-T new_project_gnu33IDE.lds) ・ “GDB33 launch for new_project” configuration is not created in External Tools Please note that project copying and pasting will not change a project. Rename project after pasting it.
	Fixed problem: When projects created prior to GNU33v3.1.1 are imported to GNU33v3.2.0 and over, renaming the project failed to update the .project file. Reading the make arguments (-f tst_gnu33IDE.mak) from the .project file failed when renaming the project. This is because the key for the make arguments were changed due to updates to the CDT. Old keys in .project files can be read to avoid project rename failure. Keys old =org.eclipse.cdt.make.core.buildArguments (projects created prior to GNU33v3.1.1) new =org.eclipse.cdt.make.core.build.arguments

No	Problems	GDB connect mode
GDB-01	c33 int command does not push PC/PSR values at NMI interrupt.	Simulator mode
	c33 int command pushes PC/PSR values when interrupt level is less than IL value.	Simulator mode
	In Preference menu-Global-Font, Apply->cancel reverts to previously set font.	Simulator mode /ICD mode
	In Memory window: Entering binary value causes hexadecimal display.	Simulator mode /ICD mode
	When starting GDB with "--c33_cmw" option and performing source command from the Console Window causes CPU usage to 100% and by pressing the X button on the Register Window makes GDB to terminate abnormally.	Simulator mode /ICD mode
	No error for issuing an enable command with an unexisting breakpoint number.	Simulator mode /ICD mode
	Color change for PC and Browse only applies to SRC display when source window is showing in [SRC+ASM] mode.	Simulator mode /ICD mode
	Multiple GDB instances can be started when --nw is specified.	Simulator mode /ICD mode
	OK button in Source Preferences window can be pressed when the Choose color dialog is shown by selecting the color icon in Colors.	Simulator mode /ICD mode
	After GDB start, GDB terminates when clicking the empty data cells of the Memory window.	Simulator mode /ICD mode
	Loss of logs when executing commands from the Console window.	Simulator mode /ICD mode
	Shortcut key sequence for Watch Expressions winodw differs in View menu and toolbar icon.	Simulator mode /ICD mode
	long and long long types shown in 32bit in Watch window, Local Variables window, print and x commands.	Simulator mode /ICD mode
	New line character for error logs are occasionally LF.	Simulator mode /ICD mode
	Fixed height and width of Registers window for each CPU (gdbtk.ini).	Simulator mode /ICD mode
	Hangs after continuously displaying "CPU is running" message when mouse is clicked on the Memory window while running program.	ICD mode
	High CPU usage while running program.	ICD mode
	Bug in shift and rotate nmemonics in Simulator CPU STD mode.	Simulator mode
	The instruction, which was transferred to RAM and at which a software breakpoint is set, turns to 0xAAAA after go and break.	Simulator mode
GDB-02	When the Chinese character is clicked in the mouse in the source window, trouble to which GDB drops is corrected.	Simulator mode /ICD mode

	Trouble that a corresponding Chinese character (shifted JIS code) to the EUC code in the source window becomes blank is corrected.	Simulator mode /ICD mode
	When Shumirated is input (It is a key input waiting in the SIMIO window), buttons other than the STOP button of the toolbar correct to Enable.	Simulator mode /ICD mode
	When the while() sentence that loops permanently is executed in the step, it is corrected might be not effective of the compulsion break with the STOP button on the way.	Simulator mode /ICD mode
	Fixed problem:When ICDV6 DIPSW sets trace function disabled, GDB sometimes be downed.	ICD mode
	Fixed problem:do not break even if passing excluding the break number specified byt he ignore command in the simulator mode.	Simulator mode
GDB-03	The member of a big structure is not correctly displayed in the Watch window.	ICD mode
	CPU utilization becomes 100% while loading the program (load command).	ICD mode
	Resource Leake might be caused for a long time while executing the program (continue command).	ICD mode
	When the continue command is executed from the command file, the mouse doesn't become an hourglass.	Simulator mode
	GDB terminates abnormally when the STOP button is pressed after the finish command is executed with the LocalVariables window displayed immediately after the start of GDB.	Simulator mode
GDB-04	Focus is prevented from coming off from the source window when the pull-down of the source name and the function name of the source window is touched. Moreover, the character string input is done without it is possible to do. (It is improved not to be able to use the wheel and the shortcut key so that focus may remain.)	Simulator mode /ICD mode
	When the Source window is newly opened, the STOP button is not displayed.	Simulator mode /ICD mode
	The STOP pressing becomes invalid when next is executed by GDB while infinity loop line, and it is likely not to stop in the state of RUN.	ICD mode
	When breakpoint is set to the first line of for infinity (There is no processing in the sentence) loop, and the finish command is executed, it doesn't stop.	Simulator mode
	When temporary hardware PC break is set to the first line of the for infinity loop (There is no processing in the sentence), and the finish command is executed, the break is not released.	ICD mode
	When the structure declared in the local is registered in Watch Window, and it enters in other functions by step, the phenomenon of the debugger's falling is corrected.	Simulator mode /ICD mode
	It is corrected to 64bit that the display of the long long type variable was 32bit.	Simulator mode /ICD mode

GDB-05	The result in which the value of the multiplication mode of c33 clock is 5-10 times larger than that of the expected value is displayed.	ICD mode
	When ICDV6 is connected, the overflow of c33 clock might not be able to be detected.	ICD mode
GDB-06	The breakpoint of GDB might be not corresponding to the state of the breakpoint of Eclipse in application Run.	Simulator mode /ICD mode

GNU33 C/C++ Compiler Known Issues

The following shows the case of bugs recognized in GNU33 C/C++ Compiler.

<table>
<tr><td rowspan="6">No.1</td><td>content of bug</td></tr>
<tr><td>The following compile error occurs.

internal compiler error: Segmentation fault
Please submit a full bug report,
with preprocessed source if appropriate.
See <URL:http://gcc.gnu.org/bugs.html> for instructions.</td></tr>
<tr><td>reappearance code</td></tr>
<tr><td>#include <stdio.h>

int main(void)
{
　　struct data *p ;

　　printf("OK/n") ;
　　return(0) ;
}

struct data {
　　int i ;
};</td></tr>
<tr><td>workaround</td></tr>
<tr><td>1.Declare structure data type before declaration of a variable.
2.Or include <cstdio>.</td></tr>
<tr><td>compile condition</td></tr>
<tr><td></td><td>Only C++. It becomes an error when -gstabs is attached.</td></tr>
</table>

No.2	content of bug
	The following compile error occurs. In function `int main()': error: parse error before numeric constant
	reappearance code

	#include <cstdio>
	
	struct A {
	  A(void) {}
	  A(int a) {}
	};
	struct B {
	  B(void) {}
	  B(A a) {}
	  B(A arg1, A arg2)
	  {
	  printf("OK/n") ;
	  }
	} ;
	
	int main(void)
	{
	  B b(A(), A(1)) ;
	  return(0) ;
	}

	workaround
	B b(A(), A(1)); is the declaration of the member function of struct B, but it is recognized by mistake as the declaration of a function called b returning B. The following declaration is recognized correctly. B b((0,A()),A(1)); Refer item for 'Parse errors for "simple" code.'on http://gcc.gnu.org/bugs.html about detailed and similar cases.
	compile condition
	Only C++

No.3	content of bug
	The following compile error occurs. internal compiler error: in pop_binding, at cp/decl.c:1428 Please submit a full bug report, with preprocessed source if appropriate. See <URL:http://gcc.gnu.org/bugs.html> for instructions.
	reappearance code

	#include <cstdio>
	
	struct A
	{
	  class D {} ;
	} ;
	struct B
	{
	  typedef int D ;
	} ;
	struct C : public A
	{
	  struct E : public B {} ;
	  class D {} ;
	} ;
	
	int main(void)
	{
	  printf("OK/n") ;
	  return(0) ;
	}

	workaround
	It becomes an error when the following two conditions are fulfilled. -There are same name member classes in a derived class (struct C) and a base class (struct A). -The member class in a derived class (struct E) is inherited, and there is a same name member variable / typedef in the base class (struct B). It becomes the same error on http://gcc.gnu.org/ml/gcc-prs/2002-02/msg00024.html. We recommend avoiding an unnecessary duplicate name of the class, and a member variable / typedef.
	compile condition
	Only C++

No.4	content of bug
	At the time of comparing by if sentence, the value which reversed c is not recognized as 0. Although else sentence(line 154)should be performed,if sentence(line 152) will be performed. const signed short c = 0xffff; const signed int c = 0xffffffff; const signed long c = 0xffffffff; const signed long long c = 0xffffffffffffffffLL; The above brings the same result.
	reappearance code

	#include <stdio.h>
	
	int main(void)
	{
	  const signed char c = 0xff;
	
	  if((signed int)(~c)) {
	  printf("NG/n");
	  } else {
	  printf("OK/n");
	  }
	  return(0) ;
	}

	workaround

	1.If const is removed, it will perform normally.
	2.Or it will perform normally when you compare by if sentence after substituting for a temporary variable.
	  ex)
	  i_wk = (signed int)(~c);
	  if(i_wk){
	3.And above showing type, it will perform normally in the case of an array.
	  ex)
	  const signed char c[2] = { 0xff,0xff };
	  if((signed int)(~c[0])) {

	compile condition
	Only C++

No.5	content of bug
	The following compile error occurs. error: invalid use of undefined type 'class A' error: forward declaration of 'class A'
	reappearance code

	class A {
	public:
	void proc_1(void) throw(A);
	};

	workaround
	As showing above, the member function can't throw its own class by throw sentence.
	compile condition
	Only C++
No.6	content of bug
	The following compile error occurs. cc1.exe: out of memory allocating mmmmmmmm bytes after a total of nnnnnnnn bytes
	reappearance code
	unsigned char uc_array[] = { 0x00,0x01, ... }; int main() { ➔ the size of array -- several hundreds thousand bytes
	workaround
	This is the error that the memory domain which the compiler has secured becomes insufficient at the time of compile. Because the size of the array without dimension is too large. The same error may be generated by the file with many lines of the source code. Be small the memory domain which the compiler secures at once by dividing the array and the source code.
	compile condition
	C / C++

No.7	content of bug
	In the following code, the value of b is not set to 126 correctly.
	reappearance code

	#include <stdio.h>
	
	signed int a ;
	
	int main(void)
	{
	  signed char tmp ;
	  signed int b ;
	
	  a = 128 ;
	  tmp = a - 1 ; -- (1)
	  b = tmp - 1 ; -- (2)
	  if (b != 126) {
	  printf("NG/n") ;
	  } else {
	  printf("OK/n") ;
	  }
	  return(0) ;
	}

	workaround
	It is an error by optimization. The processing of (1) & (2) is collected into one and compiled by optimization. For the reason, mark extension (signed char-> signed int) of 128 (=0x80) and subtraction are carries out at once, and 0xffffff80 - 2 are performed. As the result, the value of b is set to -130(=0xffffff7e). With this case, avoid an error by declaring volatile to signed char tmp;.
	compile condition
	C / C++ It becomes an error when the optimization level is -O or -O2 or -O3.

No.8	content of bug
	The result of strcmp() does not become equal. Kanji filter which changes a shift JIS code into ASCII escape at the time of compile is effective by the default. When using macro of formation of a character sequence, because the character sequence is changed in the order of the following at the time of compile, it does not become an equal character sequence. source code　　str(″字″)　　″/″字/″″ ↓ Conversion by Kanji filter　　str(″/x8e/x9a″)　　″/″/x8e/x9a/″″ ↓ Conversion by preprocessor　　″/″//x8e//x9a/″″　　″/″/x8e/x9a/″″ ➔ This bug has been resolved in Ver 3.3.0 or after.
	reappearance code

	#include <stdio.h>
	#include <string.h>
	
	#define str(a) #a　　// macro of formation of a character sequence
	
	int main(void)
	{
	　　if(!strcmp(str(″字″), ″/″字/″″)) {
	　　　　printf(″OK/n″) ;
	　　} else {
	　　　　printf(″NG/n″) ;
	　　}
	　　return(0) ;
	}

	workaround
	Invalidate Kanji filter. When compiling on a command line, change ″CC=xgcc_filt″ into ″CC=xgcc″ in makefile(*. mak). When compiling on IDE, invalidate the item of Kanji filter use in project property.
	compile condition
	C / C++ It becomes an error when Kanji filter is effective. Kanji are Japanese characters.

GNU33 IDE Known Issues

Below are the known issues of GNU33 IDE.

No.1	content of bug
	Build hangs inside CDT Scanner Config Builder
	workaround
	In Project Properties->C/C++ Make Project->Discovery Options ->Enable generate scanner info command is turned OFF. Please do not turn this ON, otherwise your build might fail in cases.
No.2	content of bug
	File filters for C/C++ Projects view does not work
	workaround
	The filters may not function properly until you have closed and open the project or restart GNU17 IDE.
No.3	content of bug
	In Problems View, Description column sometimes displays a blank
	workaround
	When there is a warning in an included file after a build, the Problems View displays a error mark with a blank in the Description column. The build sequence is successful however, we recommend you to perform a build again after correcting those warnings.
No.4	content of bug
	When saving a file that is currently opened in the IDE from an external editor, the IDE refreshes the shown file from the file system regardless of selecting 'No' in the File Changed dialog.
	workaround
	According to Window->Preferences->General->Workspace->Refresh automatically switch defaults to ON, selecting No gets ignored and the editor refreshes itself. Please refrain from concurrently editing the same file by an external editor and one in the IDE.
No.5	content of bug
	When selecting Window->Reset Perspective, the Outline view may display an error.
	workaround

	You can avoid this by closing the Outline view, double click a new file in the C/C++ Projects view and open that file in the editor area, and selecting Window->Show View->Outline. The Outline view should reopen.
No.6	content of bug
	C/C++Projects view does not show syntax tree(labes) for assembly source files properly.
	workaround
	C/C++Projects view does not show syntax trees for assembly source files. Please note this when referring to the tree display.
No.7	content of bug
	The source window sometimes shows 2 colored lines for the current line.
	workaround
	When a source files is shown in the source window, the colored line which indicates the current line is shown in 2 lines. In this case, please reopen the source file in the editor.
No.8	content of bug
	X icon is not cleared even when there are no errors in the source file.
	workaround
	When an source file with an error gets built, an error mark with an X icon appears in the left side of the editor. Sometimes this icon is not cleared even when the error is eliminated from the source file and rebuilt. In this case, please select Delete C/C++ Markers in the Problems view to clear the error marks and perform a rebuild.
No.9	content of bug
	On Windows Vista, project delete fails when [Delete project contents on disk] is selected in the [Delete Resources]. I get the message, [An exception has been caught while processing the refactoring 'Delete Resource'], and cannot delete the project folder.
	workaround
	When building a project, conime.exe(enables Japanese character input for Command Prompt) starts in the project folder as its current directory, and remains after the build has completed. Therefore, the project folder cannot be deleted. In this case, kill the conime.exe process from the Task Manager, or restart your PC and then delete the project folder.

No.10	content of bug
	On Windows Vista, project rename fails when selecte in the [Rename Resources]. I get the message, [An exception has been caught while processing the refactoring 'Rename Resource'], and cannot rename the project folder.
	workaround
	When building a project, conime.exe(enables Japanese character input for Command Prompt) starts in the project folder as its current directory, and remains after the build has completed. Therefore, the project folder cannot be renamed. In this case, kill the conime.exe process from the Task Manager, or restart your PC and then rename the project folder.